English

K.2, K.8, K.10, K.11, K.12

Group Discussion, Software Applications

Wild Things Are Here!
This lesson uses drawing programs to help students express their thoughts both visually and orally. Using the drawing tools, students will also be able to print their names.

Kindergarten

C/T 5.2, 5.4

Self-expressive

Wild Things Are Here!
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Curriculum Area	Language Arts
Subject Area	Writing
Grade Level	Kindergarten
Learning Objectives	• The student will be able to print his or her name . • The student will be able to draw pictures to write about objects. • The student will be able to orally describe their pictures.
Correlation to the SOL	English K.2, K.8, K.10, K.11, K.12 C/T 5.2, 5.4
Video/Technology Hardware/Software Needed	**For each student:** Computer with printer attached Drawing software (such as *KidPix* or *Microsoft Paint*)
Materials Required	*Where the Wild Things Are* by Maurice Sendak Display board
Procedures/Activities	1. Explain to the students that you will be reading a book to them called *Where the Wild Things Are* by Maurice Sendak. Have them look at the pictures and predict what they think will happen in the story. 2. Read the story to the children, discussing the characters and the setting. 3. Discuss with the children how the monsters in the story looked. 4. Ask the students to describe a monster they would like to add to the story. Allow them to add specific details about their monster. 5. **Note:** The students must already have basic knowledge of a drawing program such as *Kid Pix* or *Microsoft Paint*. In the computer lab, already have the drawing program preloaded on the computers. Instruct students to create a monster that could be found where the wild things are. Instruct the students to type a name for their monster and their name using the text tool. Print the students' monster pictures. 6. In the classroom, the teacher will take dictation from the students describing their monsters. The students will present their monster pictures to the class.

	7. Create a display of the monster pictures in an area where other students and teachers will view them.
Content Assessment	Teacher will observe and evaluate students based on the following questions: Did the students correctly type their name? Were the students able to give an oral description of their monster picture?
Technology Integration Assessment	Teacher will observe and evaluate students based on the following questions: Were the students able to draw a picture using the drawing software? Were the students able to use the text tool and print their picture properly?
Extensions	**Language Arts**: Read other books written by Maurice Sendak and/or books about monsters. **Art**: Create monster masks or puppets. **Math**: Find geometric shapes in monster pictures. **Physical Education**: Act like monsters. **Music**: Sing monster-related songs.